

SNK

ザ・キング・オブ・ファイターズ '96

Thank you for purchasing the PlayStation exclusive software "The King of Fighters '96." Before playing Please read this instruction manual carefully and use the product correctly. Please keep the instruction manual for this product in a safe place.

● How to handle the PlayStation unit Please read the manual as well.

● This manual contains some parts for explanation purposes. Screen shots from the arcade version are used.

CONTENTS (Table of)

For Japan Only | 1 or 2 Players | Memory Card 1 block

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THE KING OF FIGHTERS '96

King of Fighters opening declaration

Everyone, welcome to the King of Fighters. At the opening of the meeting, we will explain the rules of the competition.

KOF official battle rules

The match will be played in a team battle format, with teams of three players competing.

① First, the first players from both teams play against each other. A one-round match will be held.

② Once the battle is decided, the loser will be replaced by the second person, and the winner will remain and continue fighting, inheriting the remaining health from the previous round. (The victor's physical strength will be slightly restored by the victory bonus and time bonus).

③ The team that finally defeats the third person wins the match and a dvances to the next match.

In addition, in the case of a one-on-one single battle, there are three rounds, with both players recovering their overall strength after each round and proceeding to the next round, with the winner being the one who wins two rounds first. that's all!

Well then, I wish you all the best of luck. 1996 Organizer: Chizuru Kagura

OPERING THE CONTROLS

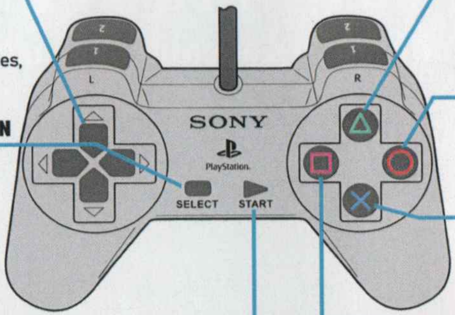
STANDARD SETTINGS FOR THE CONTROLLER

DIRECTIONAL

Basic character moviments (P.5)
Selection of modes, etc.

SELECT BUTTON

Press ✕ ○ □ button at the same time to Reset.



△ BUTTON

Strong Kick.

○ BUTTON

Light Kick. Decision of Selection.

✕ BUTTON

Light Punch.

□ BUTTON

Strong Punch.

START BUTTON

Game Start/Pause (press again to cancel)/ Join midway/Continue.

※ L1, L2, R1, and R2 buttons are not used in the standard settings. When using these buttons, change the settings in option mode. (P.13)



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BASIC MOVEMENTS OF THE CHARACTER (WHEN FACING RIGHT)

※ ➡ indicates the input direction of the arrow keys.

GO AHEAD	➡ (Press ➡ ➡ quickly to dash)
BACK	⬅ (Press ⬅ ⬅ quickly to backstep)
JUMP	↖ or ⬆ or ↗
CROUNCHING	↙ or ⬇ or ↘
GUARD	When attacked ⬅ or ↙
AERIAL GUARD	During vertical or backward jumps ⬅ or ↙

CHARACTER SPECIAL OPERATIONS (WHEN FACING RIGHT)

BLOW ATTACK	□ △ Press same time	Bring down your opponent. (Can also be done in the air)
TAUNT	○ □ Press same time	Opponent's power gauge decreases.
POWER CHARGE	✕ ○ □ Hold to Charge	Your power gauge will increase.
REVERSE EVADE	✕ ○ Press same time	Quickly turn around to avoid it.
EVADE	➡ + ✕ ○ Press same time	Quickly roll forward to avoid it. (If you do this when approaching, you can slip past the opponent and go around them)
THROW ESCAPE	When Throw ✕ ○	Get back up without going down.

SUPER JUMP	⬇ During vertical ↗ (or while dashing ↗)
MEDIUM JUMP	⬇ For a moment when you put it in ↗ (or for a moment while dashing ↗)
SMALL JUMP	Stopped ↖ or ⬆ or ↗

WHEN A FRIEND IS IN A PINCH...

If the following three conditions are met and you press "✕○□ at the same time", there is a 1/2 chance that your friends will join you. Encouragement

① The character being used is unconscious or is being grabbed by the opponent.

② A fellow character before participating is visible on the screen.

③ Your health gauge is lower than your opponent's.

※ Depending on the compatibility of your companions, you may or may not always be supported.

ABOUT GUARD CANCEL EMERGENCY EVADE

Only when the power gauge is at MAX, you can perform an emergency evasion by guard canceling. Guarded the attack. Instantly enter "Press ✕○ at the same time" or "Press ➡ +✕○ at the same time".

OCCURENCE OF GUARD PLAY

If you continue to guard against consecutive attacks within a certain period of time, a "guard bounce" will occur where you can no longer withstand the attacks and become unable to defend. If you are hit when the power gauge is at MAX, your power will be reduced.

ABOUT SUPER SPECIAL MOVES

The usage conditions are: ① Health gauge flashing red, or ② Power gauge at MAX level. Furthermore, if you satisfy ① and ② at the same time (the power gauge is at MAX when the health gauge flashes red), the performance of your super special move will be powered up.



HOW TO START THE GAME



While the title screen is displayed, select a menu from the following four using the up and down direction keys, and press the ○ button to confirm.

[GAME START]

The game will start. You can enjoy CPU battles and two-player battles. (P.8)

[DEMO GAME]

A title demo will be played. Pressing the start button during the demo will return you to the title screen.

[HOW TO PLAY]

An instructional demo will be played. Pressing the start button during the demo will return you to the title screen.

[EXTRA MODE]

You can listen to game music and see each character's special moves. (P.15)

※ If you press the start button while the title screen is displayed, the game will start automatically regardless of the selected menu.

HOW TO PLAY THE GAME

HOW TO START THE MATCH

Select「GAME START」on the title screen to start the game.

① SELECT MODE



Select the mode using the up and down direction keys and confirm with the ○ button.

- TEAM PLAY ··· This is a team battle CPU battle mode.
- TEAM VS········· This is a two-player team battle mode.
- SINGLE PLAY ··· This is a single battle CPU battle mode.
- SINGLE VS ··· This is a two-player single battle mode.
- SURVIVOR ··· This is a CPU battle mode with special rules. (P.11)
- OPTION ········· You can change various game settings. (P.12)

② SELECT MEMBER



Choose 3 characters to use. Select each person one by one using the up/down/left/right direction keys, then press the ○ button to confirm. (In the case of a single battle, the match starts when you select one character to use)

③ SELECT ORDER



Decide the order in which players will participate in the match. Starting with the first person, use the left and right direction keys to select, and press the ○ button to confirm. Please note that the order of participation can be changed for each stage.

④ START OF THE MATCH

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REGARDING MID-TERM PARTICIPATION



If you press the start button on the controller that is not being used during a CPU battle (excluding Survivor mode), the game will switch to a two-player battle.

ABOUT CONTINUE



If you lose the match, you will be redirected to the continue screen. If you want to continue the game, press the start button before the count reaches 0. Please note that if you do not continue, the game will be over.

ABOUT MEMORY CARD (SOLD SEPARATELY)

You can save and load game progress data using an optional memory card. In this case, insert the memory card before turning on the PlayStation console. Please note that 1 block of free space is required to save data.

★When saving...

When the save selection screen appears after the game is over, select "YES" using the up and down direction keys, and confirm with the ○ button.

★When loading...

When the load selection screen is displayed after mode selection, select "YES" using the up and down direction keys and confirm with the ○ button.

HOW TO VIEW THE GAME SCREEN



① **PLAYER SCORE**

② **HEALTH GAUGE** (flashes red when less than 1/4 remains; loses when it reaches 0)

③ **CHARACTER USED**

④ **PARTNERS AND THEIR WINS AND LOSSES** (allies who lost the match are marked with an X)

⑤ **TIME REMAINING** (When it reaches 0, the winner is determined by the remaining physical strength)

⑥ **POWER GAUGE**

⑦ **POWER MAX DISPLAY** (MAX state remains until the blue gauge above reaches 0)

ABOUT SURVIVOR MODE

In this mode, you choose one character to use and compete to see how far you can go with one health gauge. The opponents you fight against are 29 CPU characters. When selecting the mode, use the up and down direction keys to select "SURVIVOR" and press the ○ button to confirm. When the screen changes to the player select screen, use the direction keys to select the character you want to use and press the ○ button to start the match.

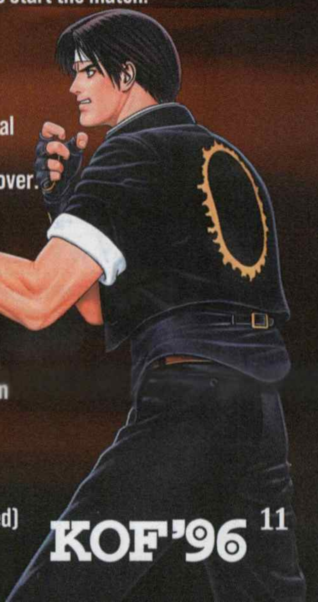
[SURVIVAL MODE SPECIAL RULES]

◆ All matches will be played in one round.

◆ When you win a match, you will recover some of your physical strength and fight the next opponent.

◆ If the health gauge reaches 0 during the game, the game is over.

◆ If you defeat all 29 people, you will clear the game.



[BONUS FOR CLEARING]

Once you clear the game, you will be able to save your clear time, score, and character name. Select "YES" using the up and down direction keys and confirm with the ○ button. Also, when the load selection screen is displayed after selecting Survivor mode, you can view your previous results by selecting "YES" using the up and down arrow keys and confirming with the ○ button. (However, a separately sold memory card is required)

ABOUT OPTION MODE

In this mode, you can change various game settings. When selecting the mode, use the up and down direction keys to select "OPTION" and press the ○ button to confirm. When the option screen appears, use the up and down direction keys to select an item, and use the left and right buttons to change settings.



LEVEL SELECT	You can change the difficulty level of CPU battles to 8 levels.
PLAY TIME	You can change the match time counting speed to 5 levels.
LANGUAGE	You can change the language display on the screen to 4 languages.
PLAY STYLE	Press the ○ button to go to the play style setting screen. (P.13)
KEY CONFIGURATION	Press the ○ button to go to the key setting screen. (P.13)
STAGE SELECT	You can set a stage exclusively for two-player play.
MEMORY CHECK	Press the ○ button to go to the memory check screen. (P.14)
MAX MODE	Press the ○ button to go to the gauge setting screen. (P.14)
EXIT	Press the ○ button to return to the mode selection screen.

★PLAY STYLE

Selecting "PLAY STYLE" on the options screen will change to the play style setting screen.
Here you can change the character control style. Select a style using the up and down direction keys and confirm with the ○ button.



- NORMAL ··· This is the standard operation without using the L1 • L2 • R1 • R2.
- SIMPLE ·······The following special operations can be performed using the L1 • L2 • R1 • R2.

L1 BUTTON ➡ Power/Support attack	L2 BUTTON ➡ Provocation
R1 BUTTON ➡ Emergency Avoidance	R2 BUTTON ➡ Launch attack

- SPECIAL ··· L1 • L2 • R1 • R2 Buttons allow you to perform special moves in One Button. You can also use the L1+R1 or L2+R2 buttons to perform Super Special Moves. (P.16 onwards)
- EXIT ·········· Return to the options screen.

★KEY CONFIGURATION

Selecting "KEY CONFIGURATION" on the option screen changes to the key setting screen. Here you can change the operation settings for the controller buttons. Select the operation setting you want to change using the up and down direction keys, and press the button you want to use. When you have finished changing the settings, select "EXIT" using the up and down direction keys and press the ○ button to return to the options screen.



★ MEMORY CHECK

Selecting "MEMORY CHECK" on the options screen changes to the memory check screen. Here you can save or load the settings made in option mode to a memory card (sold separately). Select an item using the up and down direction keys and confirm with the ○ button.



- SIMPLE CARD SAVE ··· Saves the option mode settings.
- MEMORY CARD LOAD ··· Loads the saved settings.
- EXIT ··························· Return to the option screen.

★ MAX MODE

Selecting "MAX MODE" on the options screen will change to the gauge setting screen. Use the up and down direction keys to select the item, and use the left and right buttons to turn it on or off.



- MAXGAUGE ····· You can change the state of the power gauge during battle. (OFF → Normal/ON → Always MAX)
- FINALGAUGE ··· You can change the state of your health gauge during the battle. (OFF → Normal/ON → Flashes red from MAX)
- EXIT ···················· Return to the option screen.

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HOW TO ENJOY THE EXTRA MODE

Selecting the "EXTRA MODE" menu on the title screen changes to the extra mode screen. Select an item using the up and down direction keys and confirm with the ○ button. To return to the title screen, use the up and down direction keys to select "EXIT" and press the ○ button to confirm.



MUSIC

Here you can listen to the background music during the game. Use the left and right direction keys to select the song title, press the ○ button to confirm, and the performance will begin. To exit, select "EXIT" using the up and down direction keys and confirm with the ○ button.



PRIVATE

Here you can see each character's special moves and their commands. First, when the character name selection screen is displayed, use the left and right arrow keys to select a character name, and press the ○ button to confirm. Next, when the screen changes to the viewing screen, use the left and right direction keys to select the name of the technique, press the ○ button to confirm, and the action will begin. At this time, the special move command (if facing right) will also be displayed at the top of the screen. If you wish to exit the viewing screen or character name selection screen, select "EXIT" using the up and down direction keys, and confirm with the ○ button.



CHARACTER & SPECIAL MOVE COMMAND INTRODUCTION

Notes on viewing the command table

[EXEMPLE COMMAND TABLE]

(Note 1) (Note 2)

SPECIAL MOVES	COMMANDS	ONE BUTTON
100 SHIKI SHIKI ONI YAKI	→↓↘+⊗ or □	R1
☆URA 108 SHIKI OROCHI NAGI	↓↙←↙↓↘→+⊗ or □	L1+R1 or L2+R2

(Note 3)

(Note 1)

The arrow shown in the COMMAND is for when the character is facing right. In addition, the button operations are based on the controller's standard settings.

(Note 2)

"ONE BUTTON" means that if the play style setting in the option mode is set to "SPECIAL MOVES" and the special move has strength or weakness, the powerful special move will be released.

(Note 3)

☆ Techniques marked with a MAX are "super special moves" and can be used when the power gauge is maxed out or when the health gauge is flashing red.



KYO KUSANAGI (The Burning Young Noble)

SPECIAL MOVES	COMMANDS	ONE BUTTON
R.E.D. KICK	←↓↙+○ or △	L1
212 SHIKI KOTO TSUKI YOU	→↘↓↙←+○ or △	L2
100 SHIKI SHIKI ONI YAKI	→↓↘+⊗ or □	R1
75 SHIKI KAI	↓↘→+○○ or △△	R2
108 SHIKI YAMI BARAI	↓↘→+⊗	
115 SHIKI DOKUGAMI	↓↘→+□	
☆URA 108 SHIKI OROCHI NAGI	↓↙←↙↓↘→+⊗ or □	L1+R1 or L2+R2



BENIMARU NIKAIDO (The Human Lightning Bolt)

SPECIAL MOVES	COMMANDS	ONE BUTTON
RAIJIN KEN	↓↘→+⊗ or □	L1
AERIAL RAIJIN KEN	↓↘→+⊗ or □ (AIR)	(AIR) L1
SHINKU KAKATE GOMA	→↘↓↙←+○ or △	L2
SUPER INAZUMA KICK	→↓↘+○ or △	R1
IAI GERI	↓↘→+○ or △	R2
BENIMARU COLLIDER	←↙↓↘→+□(CLOSE)	
☆ RAIKOU KEN	↓↘→↓↘→+⊗ or □	L1+R1 or L2+R2



GORO DAIMON (The Stainless-Steel Macho Man)

SPECIAL MOVES	COMMANDS	ONE BUTTON
JIRAI SHIN	→↓↘+⊗ or □	L1
TENCHI GAESHI	(CLOSE) ←↙↓↘→+□	(CLOSE)L2
CHOU UKEMI	↓↙←+○ or △	R1
CHOU OOSOTOGARI	(CLOSE) ←↙↓↘→+○	(CLOSE)R2
KUMO TSUKAMI NAGE	←↙↓↘→+⊗	
KIRI KABU GAESHI	←↙↓↘→+□	
☆JIGOKU GOKURAKU OTOSHI	(NEAR)(→↘↓↙←)2 TIMES+⊗ or □	(CLOSE)L1+R1 or L2+R2



TERRY BOGARD (The Legendary Lone Wolf)

SPECIAL MOVES	COMMANDS	ONE BUTTON
POWER WAVE	↓↘→ + ✕ or □	L1
BURN KNUCKLE	↓↙← + ✕ or □	L2
POWER DUNK	→↓↘ + ○ or △	R1
RISING TACKLE	→↓↘ + ✕ or □	R2
CRACK SHOOT	↓↙← + ○ or △	
☆POWER GEYSER	↓↙←↙→ + ✕ or □	L1+R1 or L2+R2



ANDY BOGARD (The Master Bonebreaker)

SPECIAL MOVES	COMMANDS	ONE BUTTON
HISHOU KEN	↓↙← + ✕ or □	L1
KU HA DAN	←↙↓↘→ + ○ or △	L2
SHORYUU DAN	→↓↘ + ✕ or □	R1
ZAN EI KEN	↙→ + ✕ or □	R2
GEN'EI SHIRANUI	(NEAR) ←↙↓↘→ + ○	
☆CHOU REPPA DAN	↓↙←↙↓↘→ + ○ or △	L1+R1 or L2+R2



JOE HIGASHI (The Kick-Boxing Storm)

SPECIAL MOVES	COMMANDS	ONE BUTTON
HURRICANE UPPER	←↙↓↘→ + ✕ or □	L1
OUGON NO KAKATO	←↓↙ + ○ or △	L2
TIGER KICK	→↓↘ + ○ or △	R1
SLASH KICK	←↙↓↘→ + ○ or △	R2
BAKURETSU KEN	✕ or □ (REPEATEBLY)	
☆SCREW UPPER	↓↘→↓↘→ + ✕ or □	L1+R1 or L2+R2



RYO SAKAZAKI (The Invincible Dragon)

SPECIAL MOVES	COMMANDS	ONE BUTTON
KO OU KEN	↓↘→ + ✕ or □	L1
KYOKUGEN RYU RANBU KEN	(NEAR) ←↙↓↘→ + □	(CLOSE) L2
KOHOU	→↓↘ + ✕ or □	R1
HIEN SHIPPU KYAKU	→↘↓↙← + ○ or △	R2
MOUKO RAIJIN GOU	↓↙← + ✕ or □	
☆RYUUKO RANBU	↓↘→↘↓↙← + ✕ or □	L1 + R1
☆HAOU SHOUKON KEN	→←↙↓↘→ + ✕ or □	L2 + R2



ROBERT GARCIA (The Unbeatable Tiger)

SPECIAL MOVES	COMMANDS	ONE BUTTON
RYUU GEKI KEN	↓↘→ + ✕ or □	L1
KYOKUGEN RYU RANBU KYAKU	(CLOSE) ←↙↓↘→ + △	(CLOSE) L2
RYUU GA	→↓↘ + ✕ or □	R1
GEN'EI KYAKU	→↘↓↙← + ○ or △	R2
RYUUJIN KYAKU	(AIR) ↓↙← + ○ or △	
☆RYUUKO RANBU	↓↘→↘↓↙← + ✕ or □	L1 + R1
☆HAO SHOKOU KEN	→←↙↓↘→ + ✕ or □	L2 + R2



YURI SAKAZAKI (The Kyoku Gen Bombshell)

SPECIAL MOVES	COMMANDS	ONE BUTTON
KO OU KEN	↓↘→ + ✕ or □	L1
HIEN SENPUU KYAKU	↓↙← + ○ or △	L2
HIEN SENPUU KEN	↓↙← + ✕ or □	R1
RAI'OH KEN	↓↘→ + ○ or △	R2
KUU GA	→↓↘ + ✕ or □	
☆HIEN HOU'OU KYAKU	↓↘→↘↓↙← + ○ or △	L1 + R1
☆HAOH SHOKOU KEN	→←↙↓↘→ + ✕ or □	L2 + R2



LEONA (The Serene Woman Warrior)

SPECIAL MOVES	COMMANDS	ONE BUTTON
GRAND SABER	←(HOLD)→+○ or △	L1
BALILC LANCHER	←(HOLD)→+✕ or □	L2
MOON SLASHER	↓(HOLD)↑+✕ or □	R1
X-CALIBUR	↓(HOLD)↑+○ or △	R2
☆ V-SLASHER	(AIR)↓↘→↘↓↙←+✕ or □	(AIR) L1+R1 or L2+R2



RALPH (The Battleground Tough Guy)

SPECIAL MOVES	COMMANDS	ONE BUTTON
VULCAN PUNCH	✕ or □ (REPEATEBLY)	L1
RALF KICK	←(HOLD)→+○ or △	L2
GATTLING ATTACK	←(HOLD)→+✕ or □	R1
KYUKOKA BAKUDAN PUNCH	↓(HOLD)↑+✕ or □	R2
SUPER ARGENTINE BACK BREAKER	(NEAR)←↙↓↘→+△	
☆ BARI BARI VULCAN PUNCH	↓↘→↘↓↙←+✕ or □	L1+R1
☆ HORSE BACK VULCAN PUNCH	↓↘→↘↓↙←+○ or △	L2+R2



CLARK (The Laconic Mercenary)

SPECIAL MOVES	COMMANDS	ONE BUTTON
VULCAN PUNCH	✕ or □ (REPEATEBLY)	L1
SUPER ARGENTINE BACK BREAKER	(NEAR)←↙↓↘→+△	(CLOSE) L2
FRANKENSTEINER	(NEAR)←↙↓↘→+○	(CLOSE) R1
ROLLING CRADLER	←↙↓↘→+✕ or □	R2
NAPALM STRETCH	→↓↘+✕ or □	
☆ ULTRA ARGENTINE BACK BREAKER	(NEAR)(→↘↓↙←)2 TIMES+✕ or □	(CLOSE) L1+R1 or L2+R2



ATHENA ASAMIYA (The Psychic High School Coed)

SPECIAL MOVES	COMMANDS	ONE BUTTON
PHOENIX ARROW	↓↙←+✕ or □	L1
AERIAL PHEONIX ARROW	(CAN BE AIR)↓↙←+✕ or □	(AIR) L1
PSYCHO TELEPORT	↓↘→+○ or △	L2
PSYCHO SWORD	→↓↘+✕ or □ (CAN BE AIR)	R1 (CAN BE IN AIR)
NU PSYCHO REFLECTOR	→↘↓↙←+○ or △	R2
☆SHINING CRYSTAL BIT	←→↘↓↙←+✕ or □	L1 + R1 OR L2 + R2
☆CRYSTAL SHOOT	DURING SHINING CRYSTAL BIT ↓↙←+✕ or □	DURING SHINING CRYSTAL BIT L1



SIE KENSOU (The Fiery Psychic Boy)

SPECIAL MOVES	COMMANDS	ONE BUTTON
CHOU KYUU DAN	↓↙←+✕ or □	L1
RYUU SOU GEKI	(CAN BE AIR)↓↙←+✕ or □	(AIR) L1
RYUU REN GA CHI	←↙↓↘→+□	L2
RYUU GAKU SAI	←↓↙+○ or △	R1
RYU REN GA TEN	←↙↓↘→+✕	R2
☆ SHINRYUU SEIOU KYAKU	↓↘→↘↓↙←+○	L1 + R1
☆ SHINRYUU TENBOU KYAKU	↓↘→↘↓↙←+△	L2 + R2



CHIN GENSAI (The Lifetime Wild Guy)

SPECIAL MOVES	COMMANDS	ONE BUTTON
HYOUTAN GEKI	↓↙←+✕ or □	L1 OR L2
KAITEN TEKIKUU TOTSU KEN	←↙↓↘→+○ or △	R1
RYUU RIN HOU RAI	→↓↘+✕ or □	R2
BUGETSU SUI	↓↙←+○ or △	
SHUIKAN KAN OU	↓↘→+✕ or □	
☆GOU RAN ENPOU	↓↘→↓↘→+✕ or □	L1 + R1 OR L2 + R2



KASUMI TODOH (The Poud Martial Arts Babe)

SPECIAL MOVES	COMMANDS	ONE BUTTON
KASAME ATE	↓↘→+✕ or □	L1
AERIAL KASAME ATE	(NEAR)↓↘→+✕ or □	(NEAR) L1
SHIRO YAMADO	↓↙←+✕ or □	L2
MESSHIN MUTHO	←↙↓↘→+○	R1
SASSHO ISHUU	←↙↓↘→+△	R2
☆ CHOU KASANE ATE	↓↘→↓↘→+✕ or □	L1 + R1 OR L2 + R2



MAI SHIRANUI (The Captivating Ninja Cutey)

SPECIAL MOVES	COMMANDS	ONE BUTTON
KA CHO SEN	↓↘→+✕ or □	L1
HISSATSU SHINOBI BACHI	←↙↓↘→+○ or △	L2
RYU EN BU	↓↙←+✕ or □	R1
MUSASABI NO MAI (KUUCHUU)	(AIR)↓↙←+✕ or □	(AIR)R1
HISHOU RYUU'EN JIN	→↓↘+○ or △	R2
☆CHOU HISSATSU SHINOBI BACHI	↓↙←↙↓↘→+○ or △	L1 + R1 OR L2 + R2



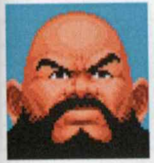
KING (The Beautiful Kick Boxing Lady)

SPECIAL MOVES	COMMANDS	ONE BUTTON
VENOM STRIKE	↓↘→+○ or △	L1
TRAP SHOT	→↓↘+✕ or □	L2
MIRAGE KICK	←↙↓↘→+○ or △	R1
TORNADO KICK	→↘↓↙←+○ or △	R2
DOUBLE STRIKE	↓↘→↓↘→+○ or △	
☆ ILLUSION DANCE	↓↘→↘↓↙←+○ or △	L1 + R1 OR L2 + R2



KIM KAPHWAN (The Teacher of Justice)

SPECIAL MOVES	COMMANDS	ONE BUTTON
HAN GETSU ZAN	↓↙←+○ or △	L1
RYUUSEI RANKU	←(HOLD)→+○ or △	L2
HIEN ZAN	↓(HOLD)↑+○ or △	R1
KUUSA JIN	↓(HOLD)↑+✕ or □	R2
HISHOU KYAKU	(AIR)↓↘→+○ or △	
☆ HOU'OU KYAKU	↓↙←↙→+○ or △ (CAN BE AIR)	L1 + R1 OR L2 + R2 (CAN BE AIR)



CHANG KOEHAN (The Human Wrecker Ball)

SPECIAL MOVES	COMMANDS	ONE BUTTON
TEKKYUU FUNSAI GEKI	←(HOLD)→+✕ or □	L1
DAI HAKAI NAGE	(CLOSE)→↘↓↙←→+□	(CLOSE) L2
TEKKYU HI EN ZAN	↓(HOLD)↑+○ or △	R1
TEKKYUU DAI KAITEN	✕ or □ (REPEATEBLY)	R2
☆ TEKKYUU DAI BOUSOU	↓↘→↘↓↙←+✕ or □	L1 + R1 OR L2 + R2



CHOI BOUNGE (The Incisive Mad Slasher)

SPECIAL MOVES	COMMANDS	ONE BUTTON
KAITEN HIEN ZUKI	←(HOLD)→+✕ or □	L1
SENPUU HIEN SHITOTSU	←(HOLD)→+○ or △	L2
TATSUMAKI SHIPPUU ZAN	↓(HOLD)↑+✕ or □	R1
HISHOU KYAKU	(AIR)↓↘→+○ or △	(AIR) R2
HISHOU KUURETSTU ZAN	↓(HOLD)↑+○ or △	
☆ SHIN! CHOUZETSU TATSUMAKI SHIKUU ZAN	(→↘↓↙←)2 TIMES+✕ or □	L1 + R1 OR L2 + R2



YORI YAGAMI (The Burning Avenger)

SPECIAL MOVES	COMMANDS	ONE BUTTON
108 SHIKI YAMI BARAI	↓↘→+⊗ or □	L1
KUZUKAZE	(NEAR)←↙↓↘→+○	(NEAR) L2
100 SHIKI ONIYAKI	→↓↘+⊗ or □	R1
212 SHIKI KOTOSUKI IN	→↘↓↙←+○ or △	R2
127 SHIKI AOI HANA	↓↙←+⊗ or □(3 TIMES IN ROW)	
☆ KIN 1211 SHIKI YA OTOME	↓↙←↙↓↘→+⊗ or □	L1 + R1 OR L2 + R2



MATURE (Rugal Dreaded Secretary)

SPECIAL MOVES	COMMANDS	ONE BUTTON
DEATH ROW	↓↙←+⊗ or □(3 TIMES IN ROW)	L1 (3 TIMES IN ROW)
DECIDER	←↙↓↘→+⊗ or □	L2
DISPAIR	↓↘→+⊗ or □	R1
METAL MASSACRE	↓↙←+○ or △	R2
☆ HEAVEN'S GATE	↓↙←↙↓↘→+○ or △	L1 + R1 OR L2 + R2



VICE (Rugal Dreaded Secretary's Secretary)

SPECIAL MOVES	COMMANDS	ONE BUTTON
OUTRAGE	↓↙←+○ or △	L1 OR R1
RAVENOUS	(AIR)↓↙←+○ or △	(AIR) L1 OR R1
DECIDER	←↙↓↘→+⊗ or □	L2
GORE FEST	(CLOSE)→↘↓↙←→+□	(CLOSE)R2
☆ NEGATIVE GAIN	(NEAR)(→↘↓↙←)2 TIMES+□	(NEAR) L1 + R1 OR L2 + R2



GEESE HOWARD (The ultimate Self-Made Badguy)

SPECIAL MOVES	COMMANDS	ONE BUTTON
REPUU KEN	↓↘→+⊗	L1
DOUBLE REPUU KEN	↓↘→+□	L2
HISHOU NICHIRIN ZAN	→↓↘+⊗ or □	R1
JA'EI KEN	→↘↓↙←+⊗ or □	R2
ATEMI NAGE	←↙↓↘→+○	
ATEMI UCHI	←↙↓↘→+△	
☆ RAGING STORM	↙→↘↓↙←↘+⊗ or □	L1 + R1 OR L2 + R2



WOLFGANG KRAUSER (The Emperor of Darkness)

SPECIAL MOVES	COMMANDS	ONE BUTTON
HIGH BLITZ BALL	↓↙←+⊗ or □	L1
LOW BLITZ BALL	↓↙←+○ or △	L2
KAISER KICK	→↓↘+○ or △	R1
KAISER DOUBLE SOBAT	←↙↓↘→+○ or △	R2
LEG TOMOHAWK	↓↘→+○ or △	
LIFT UP BLOW	(CLOSE)→↘↓↙←→+□	
☆ KAISER WAVE	→←↙↓↘→+⊗ or □	L1 + R1 OR L2 + R2



MR. BIG (The Chrome-Dome Doom)

SPECIAL MOVES	COMMANDS	ONE BUTTON
GROUND BLASTER	↓↘→+⊗ or □	L1
SPINNING LANCER	→↘↓↙←+○ or △	L2
CROSS DIVING	→↘↓↙←+⊗ or □	R1
CALIFORNIA ROMACE	→↓↘+⊗ or □	R2
DRUM SHOT	⊗ or □ (REPEATEBLY)	
☆BLASTER WAVE	↓↘→↓↘→+⊗ or □	L1 + R1 OR L2 + R2

KOF'96

THE KING OF FIGHTERS '96



SNK SUPPORT CLUB
MEMBER RECRUITMENT ANNOUNCEMENT!

SNK Official Fan Club "SNK Supporters Club" is currently recruiting members. There are many benefits for those who join, such as the following!

COMMEMORATIVE GOODS FOR JOINING — Extra large waist pouch & pass case

MEMBER BENEFITS
- ★ Member's card
- ★ A newsletter packed with information from your ears.
- ★ Season mail (summer greetings/New Year's cards)
- ★ Original goods mail order sales
- ★ Special tour of "SNK Development Building"!!

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SNK SUPPORTERS CLUB

HOW TO APPLY — Please fill out the necessary information on the payment slip provided by the post office and transfer 3,000 yen at the post office. (The transfer fee will be borne by the customer. Thank you for your understanding.)

ACCOUNT NUMBER	00970-6-309539	AMOUNT OF MONEY	20,13 USD
SUBSCRIBER MEMBER	SKN SUPPORTERS CLUB SECRETARIAT		
COMUNICATION COLUMN	POSTAL CODE, ADDRESS, NAME, PHONE NUMBER, DATE OF BIRTH, AGE, OCCUPATION (GRADE) HARDWARE OWNED (NEO GEO, NEO GEO CD, SEGA SATURN and PLAYSTATION, MULTIPLE ANSWERS POSSIBLE)		
PAYER ADDRESS NAME	PLEASE WRITE YOUR POSTAL CODE, ADDRESS, NAME, AND PHONE NUMBER.		

TRANSFER FROM (POST OFFICE) ▶ TRANSFER AT POST OFFICE ▶ I WILL SEND YOU A MEMBERSHIP CARD ▶ WE WILL SEND YOU COMMEMORATIVE GOODS FOR JOINING. (ABOUT 1 MONTH LATER) ▶ WE WILL SEND YOU NEWSLETTER. (AROUND FEBRUARY, MAY AUGUST, AND NOVEMBER)

Contact information SNK Supporters Club Secretariat,
SNK Co., Ltd. 18-12 Toyotsu-cho, Suita-shi, Osaka 564

☎ 06(339)3610
[Reception hours] AM10:00–PM5:00 (excluding Saturdays, Sundays, and holidays)

SNK Co., Ltd.

Head Office 18-12 Toyotsucho, Suita City, Osaka Prefecture

★ LASTEST INFORMATION IN THE INTERNET
http://www.neogeo.co.jp

If you have any questions regarding the game content, etc., please contact us below.

SNK TELEPHONE SERVICE	
TOKYO	☎03(5275)6200
OSAKA	☎06(339)0110

*Please check the phone number carefully and dial correctly.

PRECAUTIONS FOR USE

● This disc is software exclusively for the home video game computer "PlayStation". Please do not use this product with other models, as this may cause equipment malfunction or may have a negative effect on your ears and other physical health.

● This disc is only compatible with the Japanese version of the "PlayStation" with the NTSC J mark means, It cannot be used with overseas version of "PlayStation". FOR SALE AND USE IN JAPAN ONLY Please carefully read the 「Instruction Manual」 and the 「User Guide」 for Safety of the "PlayStation", and use the product in the correct manne

● When inserting this disc into the "PlayStation" console, be sure to face the label side (the side on which the title, etc. is printed) facing up. Also, press the center part lightly to stabilize the disc. ● If you want to remove the disc from the "PlayStation" console after playing, press the open button on the console and make sure the disc has completely stopped rotating. Never touch a rotating disc as this may cause injury, damage to the disc, or damage to the unit.

● Handle the disc to avoid fingerprints, dirt, scratches, etc. on both sides. Also, please do not attach stickers, etc., or write words or pictures with pencils, pens, etc. ● If the disc becomes dirty, use a soft cloth such as the cloth for eyeglasses to wipe it gently in a radial direction from the inner circumference to the outer circumference. At this time, do not use record cleaners or solvents. ● Never use cracked or deformed discs, or discs that have been repaired with adhesive, etc., as this may cause malfunction. ● Do not store in direct sunlight, near heating equipment, or other high-temperature locations. Also, avoid humid places. ● Never place or drop heavy objects on top of the case or disc, as this may cause damage and injury. ● After playing, return the disc to the case and store it out of reach of children.

● Please note that we cannot compensate for scratches, damage, etc. caused by incorrect handling by the customer.

● Never connect the PlayStation to a screen-projection television (projection television). Screen burn may occur due to the amount of afterimage light. ● Depending on the software, a memory card may be required. Please check the 「Instruction Manual」.

HEALTH PRECAUTIONS

● Playing, please take a 15-minute break every hour for your health. ● Avoid playing when you are tired or lack of sleep. ● When playing, keep the room well lit. Please stay away from the TV screen as much as possible. In very rare cases, some people may experience symptoms such as temporary muscle spasms or loss of consciousness when exposed to strong light stimulation or when watching a TV screen that repeatedly flashes. If you have experienced any of these, be sure to consult your doctor beforehand. If you experience any of these symptoms while watching a game, stop immediately and consult a doctor.



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